



# STUPID INVADERS

TM

Instruction Manual

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#### TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and

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#### TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

#### ADDRESS:

Ubi Soft Replacements  
2000 Aerial Center Pkwy, Ste T10  
Morrisville, NC 27560  
Phone: 919-460-9778  
Hours: 9am-9pm (EST), M-F

#### REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list.

#### WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: [replacements@ubisoft.com](mailto:replacements@ubisoft.com)  
Please use a traceable delivery method when sending products to Ubi Soft.

#### PART 2

##### TECHNICAL SUPPORT

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at <http://www.ubisoft.com/support>. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

##### CONTACT US OVER THE INTERNET:

<http://www.ubisoft.com/support>  
This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

##### CONTACT US BY E-MAIL:

For fastest response via email, please visit our website at: <http://www.ubisoft.com/support>. From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: [support@ubisoft.com](mailto:support@ubisoft.com). It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

##### CONTACT US BY PHONE:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game. Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am-4 pm (Eastern Standard Time), excluding holidays. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

##### CONTACT US BY STANDARD MAIL:

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy/Warranty in this manual.

##### UBI SOFT TIPS LINE

Ubi Soft Technical Support cannot give answers to hint, tip, or cheat related questions. Please call our automated Tips Line for walk-throughs and cheats for our games.

All the hints, tricks and cheats for our games are here. If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service. (900) 288-2583 (CLUE). \$.95 per minute

Ubi Soft Entertainment  
Attn: Customer Support  
2000 Aerial Center, Suite T10, Morrisville, NC 27560



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# TECHNICAL SPECIFICATIONS

## MINIMUM SYSTEM REQUIREMENTS:

Processor:

Intel Pentium II MMX 266 Mhz  
Windows 95, Windows 98

System:

16 MB

RAM:

6x

CD-ROM:

16-bit Direct X© 7.0 compatible

Sound Card:

16-bit Direct X© 7.0 compatible card

Video card:

250 MB

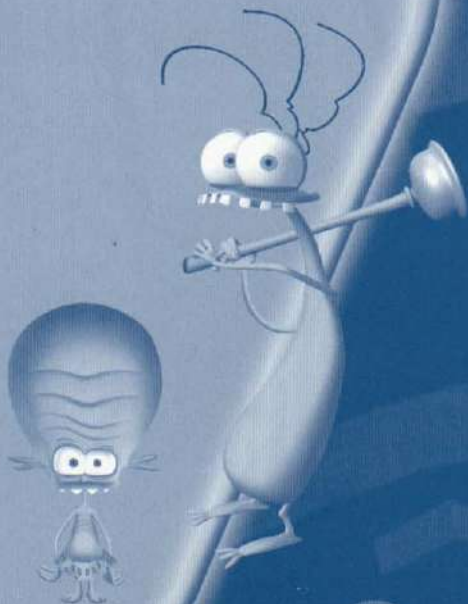
Free space:

Monitor, Keyboard, Mouse.



## RECOMMENDED SYSTEM REQUIREMENTS :

Processor:	Intel Pentium II MMX 350 Mhz
System:	Windows 98
RAM:	64 MB
CD-ROM:	24x
Sound Card:	16-bit Direct X© 7.0 compatible
Video Card:	16-bit Direct X© 7.0 compatible
Free Space:	3 GB for a complete installation.
Monitor, Keyboard, Mouse.	





## INSTALLING THE GAME

### INSERT CD 1.

Your CD-ROM's 'autorun' function will launch the installation program automatically.

### IF IT DOESN'T WORK...

1. Double-click on the 'My Computer' icon on your computer's desktop.
2. Double-click on the CD-Rom icon.
3. Then double-click on the 'Install.exe' file icon.  
The installation file should now launch.

**INSTALLING STUPID INVADERS**

Follow the installation instructions as they appear on the screen.

Note that the language you select for the installation determines the language of the game's subtitles.



**INSTALLATION: THE STANDARD VERSION**  
*This takes up very little disk space and installs quickly,  
but you'll have to insert the game CD-ROMs while playing.*

**INSTALLATION: THE FULL VERSION**

Despite its lengthy install time and larger disk space requirements, you won't have to change CD-ROMs in the middle of a game if you install the full version.

*The Install program will then ask you to choose a destination path,  
and will provide shortcuts on your Start menu and Desktop.  
Once the installation has finished, you can start the game.*

**A NOTE ON DIRECT X:**

If you don't have DirectX 7 running on your system,  
the installation program will ask you to install it.

Direct X **MUST** be installed for Stupid Invaders to  
run correctly.

You also may need to update your video and sound card  
drivers before playing the game. Please contact your  
card's manufacturer for help updating drivers.





## Starting a Game

Typically, Stupid Invaders will run automatically after the CD-ROM is inserted. If it doesn't, use one of the shortcuts on the desktop or in the Start menu.

After the opening movie runs, you'll see a menu allowing you to start a new game or load a saved game:

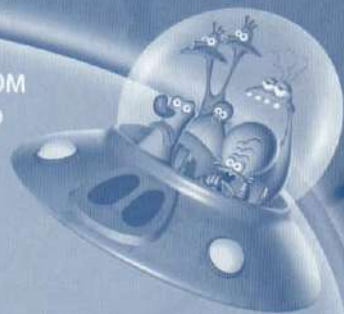


Choose:

- **PLAY** to play.
- **LOAD GAME** to load a previously saved game.
- **SETTINGS** to adjust the volume, activate/deactivate the subtitles or select the type of display (thousands or millions of colors).
- **QUIT** to quit the game.

## CONTROLS

During the game, the character you control can perform all sorts of different actions. Your mouse's cursor automatically changes appearance depending on what you select on-screen and on what the character can do. Use the mouse or keyboard to validate the action, as indicated on next page:





## ACTION

**WALK** in a given direction.

**LOOK AT** something.

**TAKE** something

**PLACE** an object in the inventory

Once you have taken an object, the mouse's cursor takes the appearance of the object.

You can then put the object away.

**USE** an object

**TALK** to someone

## APPEARANCE OF THE MOUSE'S CURSOR



## VALIDATE ACTION

Left click

Left click

Left click

Right click or press the  
SPACE bar

Left click

Left click

*Sometimes, you will find objects you can use in more than one way. For example, LOOK AT and TAKE. In this case, click the mouse's right button to display the possible actions, then click on one to validate it.*



## THE INVENTORY

To display the inventory, press the space bar. The inventory is displayed at the bottom of the screen.

To use an item from your inventory, click on an object in the inventory, then click on the background element you wish to use it on. While in the bathroom, try associating the plunger with the toilet!

You can also associate two objects in the inventory with one another. To do so, click and hold the left mouse button on the first object, then drag and drop it over the second object.

In the first room, try doing this with the toilet paper and the plunger!

Your character can store up to 6 objects.

To hide the inventory, press the space bar again.







## SAVING A GAME

It is a very good idea to save often. You never know when you might make a mistake!

To save a game in progress, press F2.

The following screen is displayed:

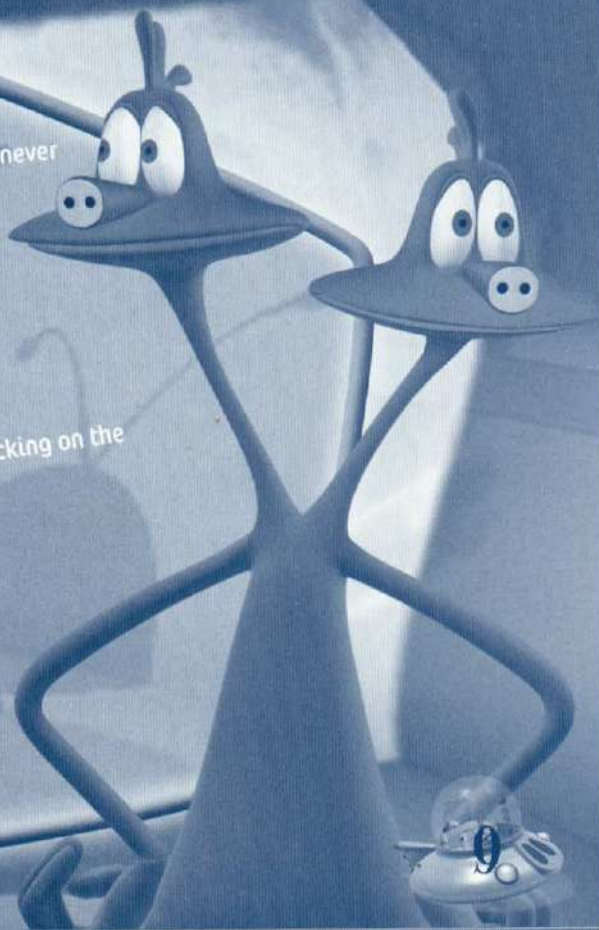
Select one of the empty spaces to store your game.

If all nine spaces are full, you can display more by clicking on the feet to each side of the screen.

You can also save over an existing saved game. Note that your previously saved game will be erased.

You can save up to 27 games.

To return to a game, click on RETURN TO GAME.



## LOADING A GAME

To load another game while a game is in progress press F1.  
The following screen is displayed:

If necessary, use the feet to each side of the screen to display  
other saved games, then click on the game of your choice.  
Confirm your choice by clicking YES.

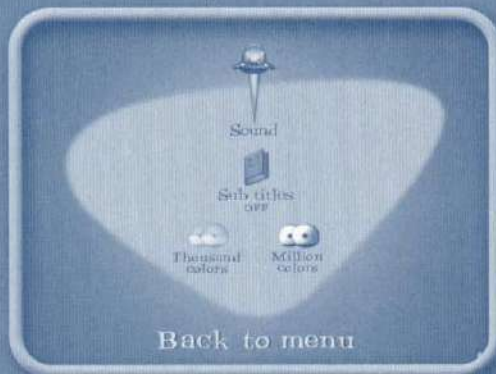
If you want to return to the game in progress without  
loading a saved game, click on RETURN TO GAME.





## SETTINGS

To change the settings during the game, press F3.  
The following screen is displayed:



Click and drag the saucer to  
adjust the game's volume.

Click on the book to activate/deactivate the subtitles.

Click on the eyes to adjust the number of colors  
(Thousands of Colors or Millions of Colors).

Click on RETURN to return to the game.



## SKIPPING A CINEMA SEQUENCE

If you want to skip a sequence you've already seen, press BACKSPACE.

## QUITTING THE GAME

To quit a game, press ESC, then click YES to confirm. The main menu will display. Click on QUIT, then click on YES to confirm.





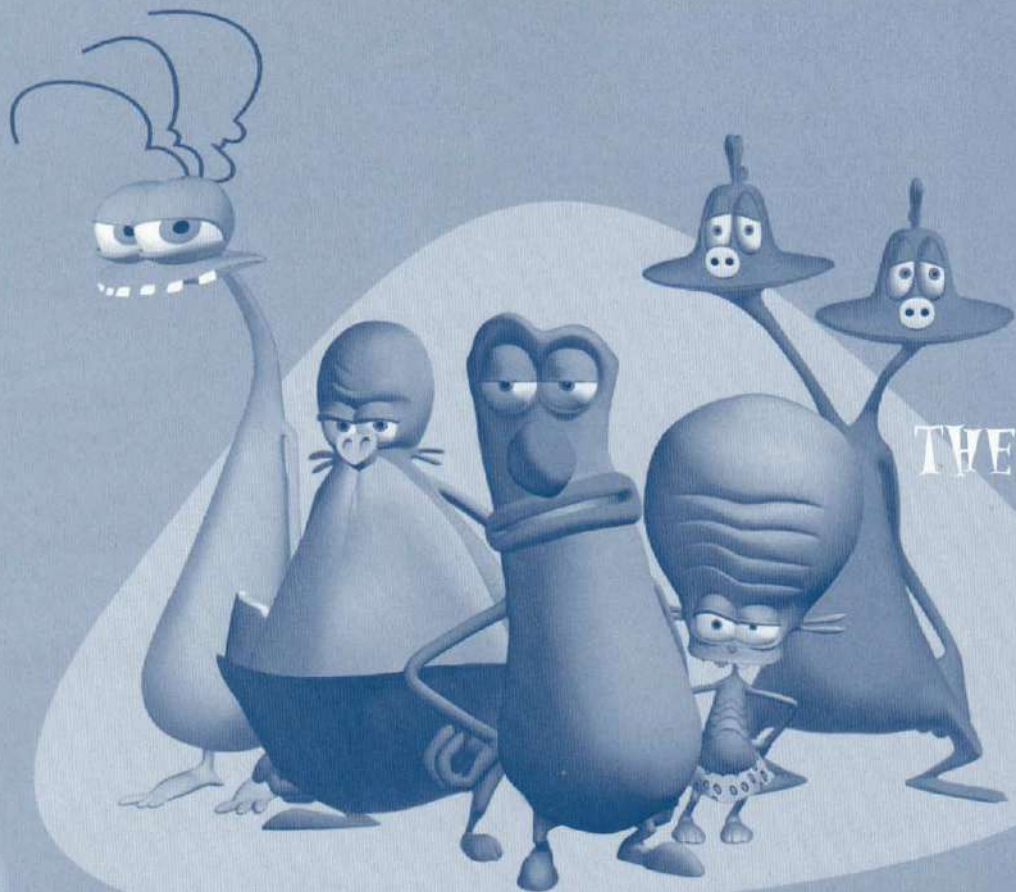
## A BEAUTIFUL STORY:



Returning from a picnic in space, five bumbling aliens have crash-landed on Earth. While waiting for repairs to be completed on their spacecraft, they take refuge in an isolated, desolate house in a quiet suburb of a town that no one's ever heard of.

But things get dicey when the deranged scientist, DR. SAKARIN, spies the aliens from his underground laboratory at Area 52. Longing to capture the aliens for his fiendish experiments, SAKARIN enlists the vile bounty hunter BOLOK to stalk the extra-terrestrials and bring them back to Area 52!





THE CHARACTERS:





## THE GOOD GUYS

\*\*\*\*\*

### ETNO POLINO:

*Etno's the undisputed leader of the bunch. Whenever there's a problem, he's there with the solution. He's as stoic as a Swiss banker, analyzing every situation in his cool and collected manner. His ultimate plan? To finish writing his encyclopedia on human beings, whom he secretly admires. On moonless nights, he longs to have a few tufts of hair on his itchy bits.*

*The truth is, Etno hasn't got a clue. He's uptight and completely lacking in self-confidence. But that's his hidden little secret.*



## GORGIOUS KLAATU:

He hates humans and their lousy rotten planet, and can catch the putrid odor of an Earthling from over two miles away. Gorgeous is a gourmet, a gut with legs. He's just wild about goulash—or a nice dish of pony with beans! His favorite pastimes? Raking his sausage field and pestering Candy while he's taking a shower.

Despite his gruff demeanor and fiery temper, Gorgeous is the first to wimp out at the hint of danger, often moaning and groaning like a crabby old woman.





## CANDY CARAMELLA:

Candy's a manic-depressive; a wisp of tenderness lost in a world of brutes. He's as emotional and as melodramatic as a hack Shakespearean thespian.

At home, Candy's a domestic whirlwind. He irons Gorgious' leather briefs, toils away in the garden, spruces the interior with his own sprightly style. And when Candy kicks up a stink, it's as spectacular as it's unexpected. He's as sweet as pie and easy to take advantage of, but woe betides he who pushes Candy too far!





## BUD BUDDIOVITCH:

A living wreck with the IQ of a quartered jellyfish's brain. Bud passes the time rotting in front of the TV, sifting through his magazine collection, and of course, playing his organ. Bud thinks in slow motion, talks in one-syllable words, and subsists solely on a diet of junk food.

Bud had adapted well to life on Earth, provided he doesn't miss out on any episodes of America's Wildest Train Wrecks.





## STEREO MONOVICI:

*Stereo's a living paradox. He has a keen mind for facts, but accumulates only the most worthless of knowledge. In a matter of seconds, he can calculate the number of sixteenth notes in a cantata by J. S. Bach or the exact amount of toilet paper needed for a regiment of 500 parachutists. Stereo lives in a desolate world of meaningless facts, and usually ends up answering his own questions.*



## THE BAD GUYS

### DR. SAKARIN:

Two feet of genius and 33 pounds of hot, steamin' madness, Dr. Sakarin is one scientist who won't be winning the Nobel Prize...ever.

Since his early days as a budding evil mastermind, Sakarin has dedicated himself to hunting wayfaring aliens on Earth. He dissects those unfortunate extra-terrestrials he manages to seize, and stores their body parts in colossal vats of formaldehyde for future endeavors.



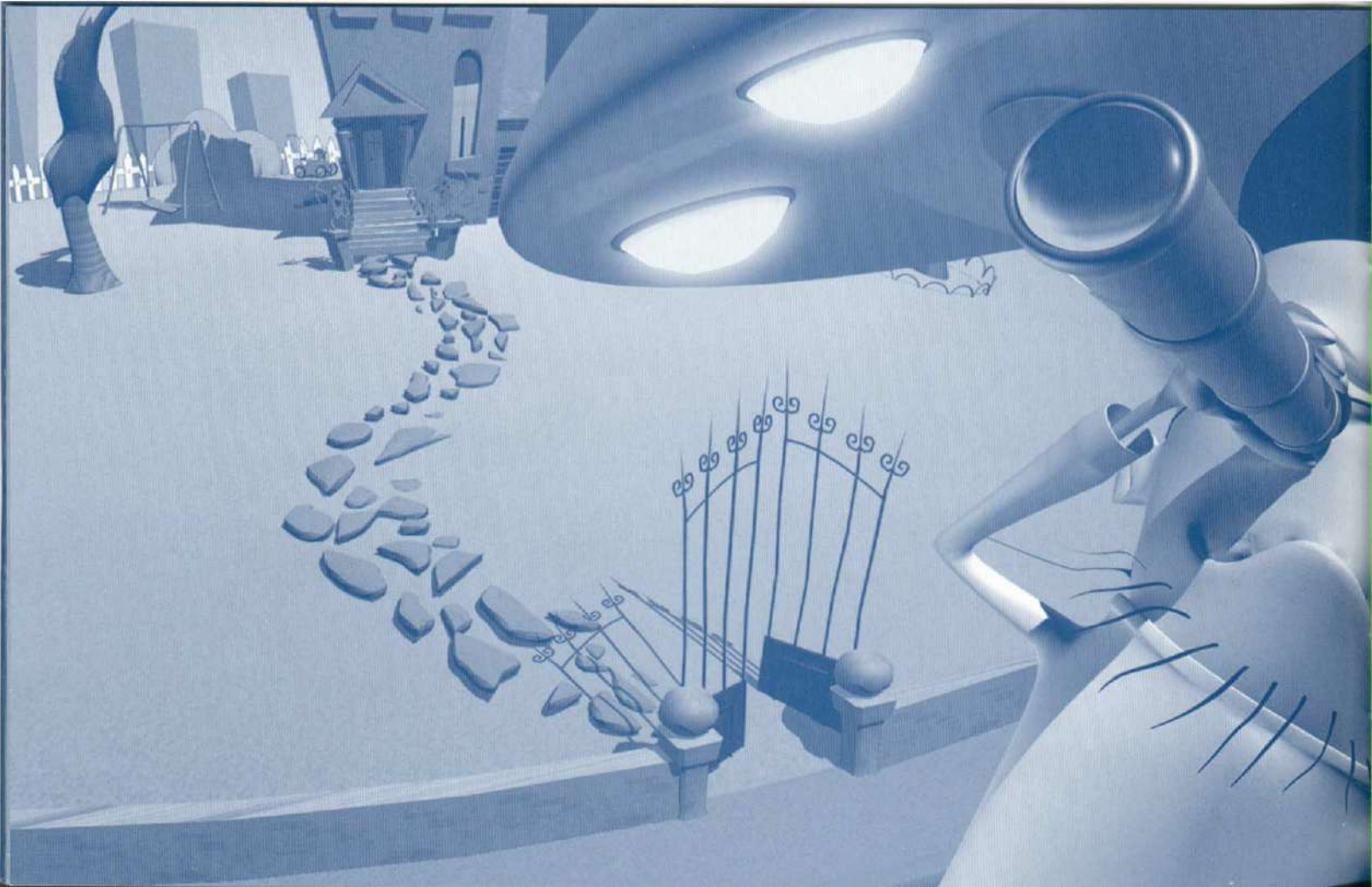


## BOLOK:

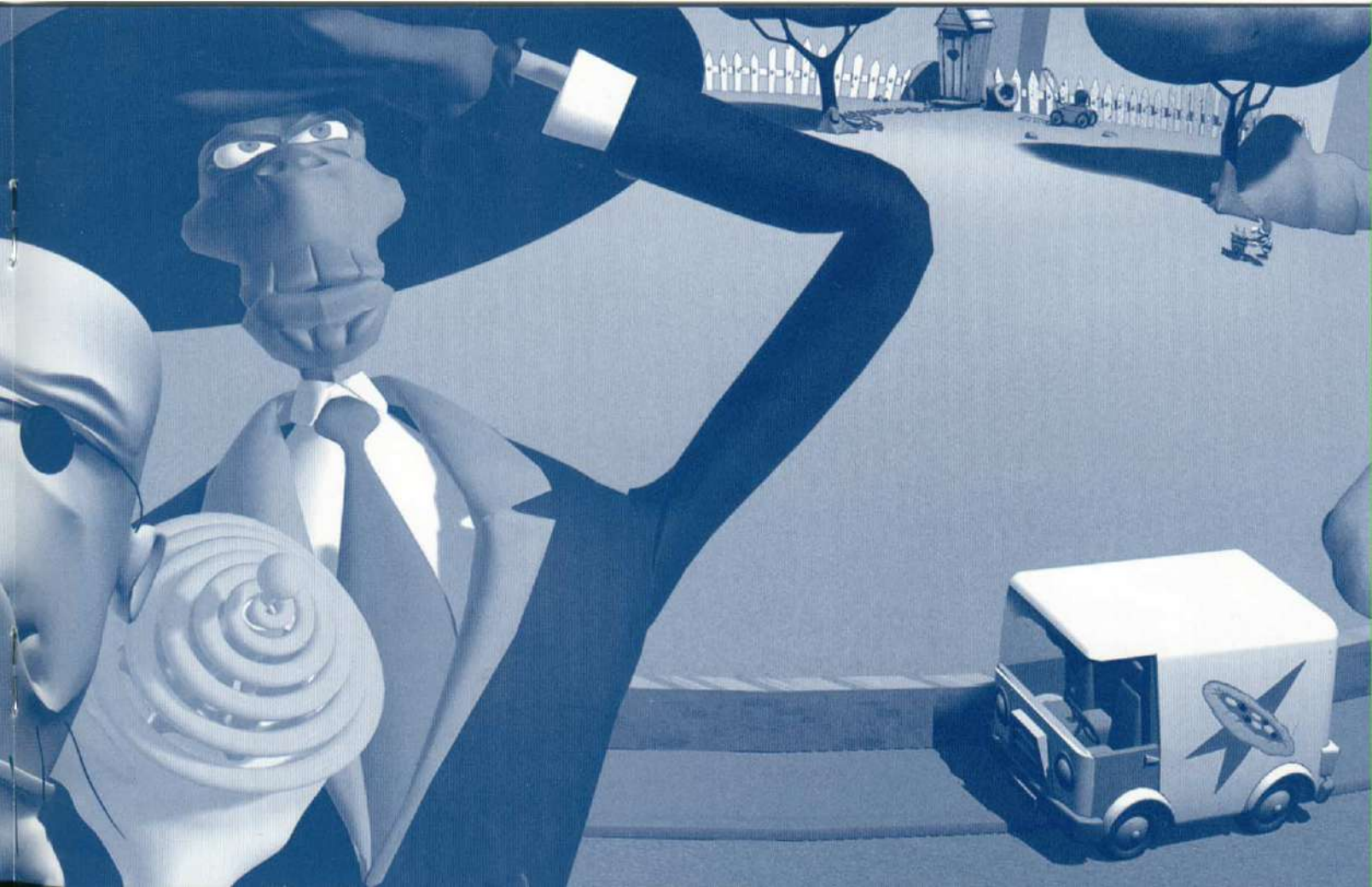
Left in a dumpster when he was a kid, Bolok is the hard-boiled bounty hunter hired by Dr. Sakarin to "retrieve" the aliens. He's dangerous, resourceful, and a principled contract killer. Bolok never fails his employers, and always collects his cash.

*Bolok also loathes kids, loves monkeys, and prefers to be called "The Professional."*









# THE ENVIRONMENTS





# THE ABANDONED HOUSE

The Stupid Invaders have taken refuge here while Etno tries to repair their ship. Unfortunately, the repairs have taken a little longer than Etno promised. In the meantime, Candy has worked wonders with the interior. He's transformed the house into a swank alien pad. From the bathroom rug, to the frilly curtains on the staircase, to the striped wallpaper, Candy's little touches are everywhere you look.





## THE DUNG FACTORY

Run by the Paste Brothers, this bovine waste cultivation center was erected in the 1950s. Many consider it to be the Eighth Wonder of the World, as some 800,000 tons of toothpaste are produced here each year.

Nobody's been able to work out the connection between the toothpaste and cow dung, however.



# AREA 52

Watch your step around here. Area 52 is an insidiously constructed maze of laboratories and corridors buried beneath the scorching Nevada desert. It's where the obsessed Dr Sakarin hatches his twisted schemes.

**Most guests of Area 52 have become permanent residents—inside formaldehyde vats.**



*Too Stupid To Figure it Out Yourself?!*





Read on, little man—for herein lies the hints that can help you through some of the more difficult parts of Stupid Invaders.

By reading on, of course, you're admitting that you need the help, but we're not just going to give you ALL the answers! You are only going to get clues as to how you can solve the puzzles and situations found in Stupid Invaders.

Turn the page, and make your alien friends proud.



## IN THE HOUSE

### The Bathroom

Assemble the plunger with the heavy-duty ("Ass-Wipe") toilet paper. Do this by bringing up the inventory screen and clicking-and-holding the plunger—drag this over the toilet paper. This creates a small Escape ladder. With the new combined object, click near the window above the bathroom.

### The Cellar

Grab the giant mouse-trap that is leaning against the wall. Place it at the bottom of the stairs and move back a bit to switch off the lights (the switch is located on the post in the center of the room.)

### The Attic Backroom

On you left you will find a dark corner, go in. Grope around on the floor until you will find a switch, press it. Close the lid of the chest, and jump up on it. You can now reach the crank at the top of the shelf, put it in your inventory.

Go to the far end of the room, near the bay window. In one of the beams there's a hole, it's the entry point to the mechanism that opens the main window. Use the crank on the hole. Now you can go up onto the roof.





### **The Kitchen**

Go to the far end of the kitchen, rummage through the drawers until you find a nice lighter which will come in most handy to see to that stork.

### **The Lounge**

Your best bet is to put the rocket in the fireplace and light the Fuse with your lighter.

### **The Spaceship Room**

Make sure you don't walk in front of the cupboard: Bolok is hidden inside, and won't think twice about freezing you with his laser ending in game over. Use Candy's pantyhose on the wardrobe. Bud throws the end of the pantyhose over the balcony. Remember not to pass in front of the wardrobe.

### **The Secret Lab**

Take the battery in your inventory. Now head to the other side of the lab, walk under the telescope. A large inoperative machine stands against the wall. This machine is of no interest for us, but just to the side of it you will see a power socket on the wall. Plug in the battery to recharge it. Go back to the SMTV and connect it to the battery.



## THE COW DUNG FACTORY

### The Foreman's Office

Empty the pot by using the ladle twice. Take the empty pot. If you try to take the club directly without due care, you'll be mowed down by the protection system. First you must use the pot for protection, that way you can take the club. A chicken suddenly appears at top speed to lecture you. If this proves to be tiring, strike it down with the club.

### The Junction

Be careful, you'll come across Ricky, the watchdog. He's pretty ferocious, so don't get too close, or game over is just around the corner. You've got to get rid of him to get to the storeroom. You can try throwing the anvil and the plank at him to excite him a bit, but only the gas cylinder you took from the redneck welder will really do the job: throw it for him. Once in the first room of the storeroom, you can get the skateboard which will be used later to move a cow. Continue to the back of the storeroom. Put the kennel at the bottom of the boxes and climb up and get the generator.





### **Candy at Nelson's**

Here there are two useful objets: the bottle of body oil on the side of the bath, and the razor blade hidden in one of the drawers. Make your way to the entrance to Nelson's apartment, but don't go out just yet: turn right towards the psychedelic bar. There's a divine pink inflatable cushion over here. Grab it.

Go back to the door. Be careful, it creaks loudly. Opening it recklessly will wake Nelson and Candy's nightmare will start over, only worse. Pour some body oil on the door hinges. Now you can open it noiselessly. Nelson sleeps on.

### **The Cow's Head Platform**

Examine the cows closely. One of them has a ring through its nose: this is the cow we are interested in. Use the generator on the cow. Attach it and then start it; the cow is hauled off the wall! Place the skateboard under its feet and it will move easily. Now push it in the elevator and go down with it.

### **The Bathyscaph**

After jumping out of her diving suit, Candy must make her way down the left side of the bathyscaph. There, Candy will discover that there is another aquarium inside this aquarium. Inside is Fugu the fish. Climb on the wooden steps and put Fugu the fish in your inventory.



### **The Kitchen**

Put Fugu the fish at the top of the pile of fish the cook has cut. After a short while, he'll grab it and eat it, just before collapsing on his work top. The way is clear. Move forwards to the other side of the table.

More importantly, get the bucket. You'll need it later.

### **Under the Silos**

Go down the first steps and turn to your right towards the far end of the room. There you must find the tins of Chili con Carne already open. Take the one tin of chili that Candy can grab and store it safely in your inventory.

### **The Kitchen, Again**

Near the stunned Japanese cook you may already have noticed the gas cooker. Not far from it you will see a little cupboard. Open it. Now look inside, Candy will open the gas. The problem is this cylinder is not connected to the cooker. Use the vacuum cleaner pipe you got earlier to connect them. Put the tin of Chili on the cooker and turn the gas button.



## SAKARIN'S AREA 52

### The Shed

Once you enter the shed, head towards the left where you will find a pile of gas cylinders. One of them is empty: take it and place it in your inventory. Now make for the other side of the shed, next to the pipes and valves. There are three valves. The one marked with a smiling sign is the one we are interested in: this valve gives off laughing gas. Fill your empty gas cylinder with the chortling stuff.

### The Dissection Room

Igor has a wooden leg. Grab it. You'll need it before long. Frisk him some more and you will find a magnetic card in his overall pocket.



### **The Acid Vats**

Gorgious finds himself in the middle of a great big pile of dinosaur-sized alien carcasses. Rummage through the pile and recover the guts, the skull and the bone. Use the skull in the grooves full of greenish acid to fill it up. This room ends with a precipice, but you can get out by walking along the wall carefully. Only bring Gorgious here once you have recovered all the objects mentioned above. Stuck on the ledge, Gorgious must reach the opening above on the right-hand wall to continue. In your inventory, assemble the guts and the bone and throw this new object on the bars at the top. Gorgious plays at Tarzan but unfortunately doesn't manage to heave himself up through the opening. He drops down and lands below. Advance a little in the opening, remove the wedge. A concrete tube pushes Gorgious from the other side. Same again, remove the wedge; Gorgious gets to the other side, but there's another gulf near the required opening. The only thing left to do is to pour the acid (contained in the skull) to melt the bars and pass through to the next room.

### **The Cold Room**

Walk carefully on the large pipe, the carcasses are lined up, held by large hooks. One of the hooks is free; get it. Go back down the ladder. Go back to the entrance taken previously and strike the vertical pipe with the hook. The pipe smashes and the room fills with gas. Now go back to the large metal door and hit it with the hook.





### **The Canteen**

Threaten the smallest piece of furniture—the stool—with the axe.

### **John's Room**

Fortunately, John the robot is thrifty, and hides his nest egg under the sofa. Pinch a little wad from him and leave the place.

### **The Teleportation Room**

You must reach the 21st to be teleported! Begin with the teleporter 1, that will send you to the 2. Add up  $1+2$ . You have 3. Enter in the teleporter 3 which sends you to the 5. To discover the next teleporter, add the two previous ones.  $5+3=8$ . Enter in the 8.  $8+5=13$ . Enter the 13...then  $13+8=21$ !

### **The Rock**

Near the rock, look for a metal tube sticking out of the ground. Start by attaching the hose pipe to this tube. Don't jump in yet, you'll still be squashed: the hose pipe is too long. Use the skull you found in the desert on the hose pipe. Now you can at last jump in, the pipe is just the right length.

Bud is the king of bungee jumping!



# TECHNICAL SUPPORT

Also, help is available online at <http://www.ubisoft.com/support>.

Before contacting Ubi Soft Technical Support, please first read through this manual, the Technical Support Guide from the Autorun menu, and the readme file. Also, the most recent and thorough help is available online at <http://www.ubisoft.com/support>. If you are still unable to find an answer to your question, please contact us via one of the methods listed below.

## Before Contacting Support:

Please make sure that your computer meets the minimum system requirements, as our support representatives cannot assist customers whose computers do not meet these criteria. Whenever you contact Technical Support, please include the following information:

- Complete Product Title (including version number)
- Exact error message reported (if any) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- CD-ROM or DVD-ROM drive
- Sound Card
- Video and/or 3D accelerator card
- Operating system





**Contact us over the Internet:**

<http://www.ubisoft.com/support>

This site takes you to the Ubi Soft Solution Center. Here, you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.



**Contact us by E-Mail:**

For fastest response via email, please visit our website at:

<http://www.ubisoft.com/support>

From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at [support@ubisoft.com](mailto:support@ubisoft.com).

Remember, we can only answer emails quickly if we have all necessary information on your system and the problem. Please ensure that you include all of the bulleted information listed above when requesting help.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.





### Contact us by Phone:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all the necessary information as listed above at hand.

*Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am-9 pm (Eastern Standard Time), excluding holidays.*

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!



**Contact us by Standard Mail:**

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.

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2000 Aerial Center  
Suite 110  
Morrisville, NC 27560

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Ubi Soft Technical Support cannot give answers to hint, tip, or cheat related questions. Please call our automated Tips Line for walkthroughs and cheats for our games.

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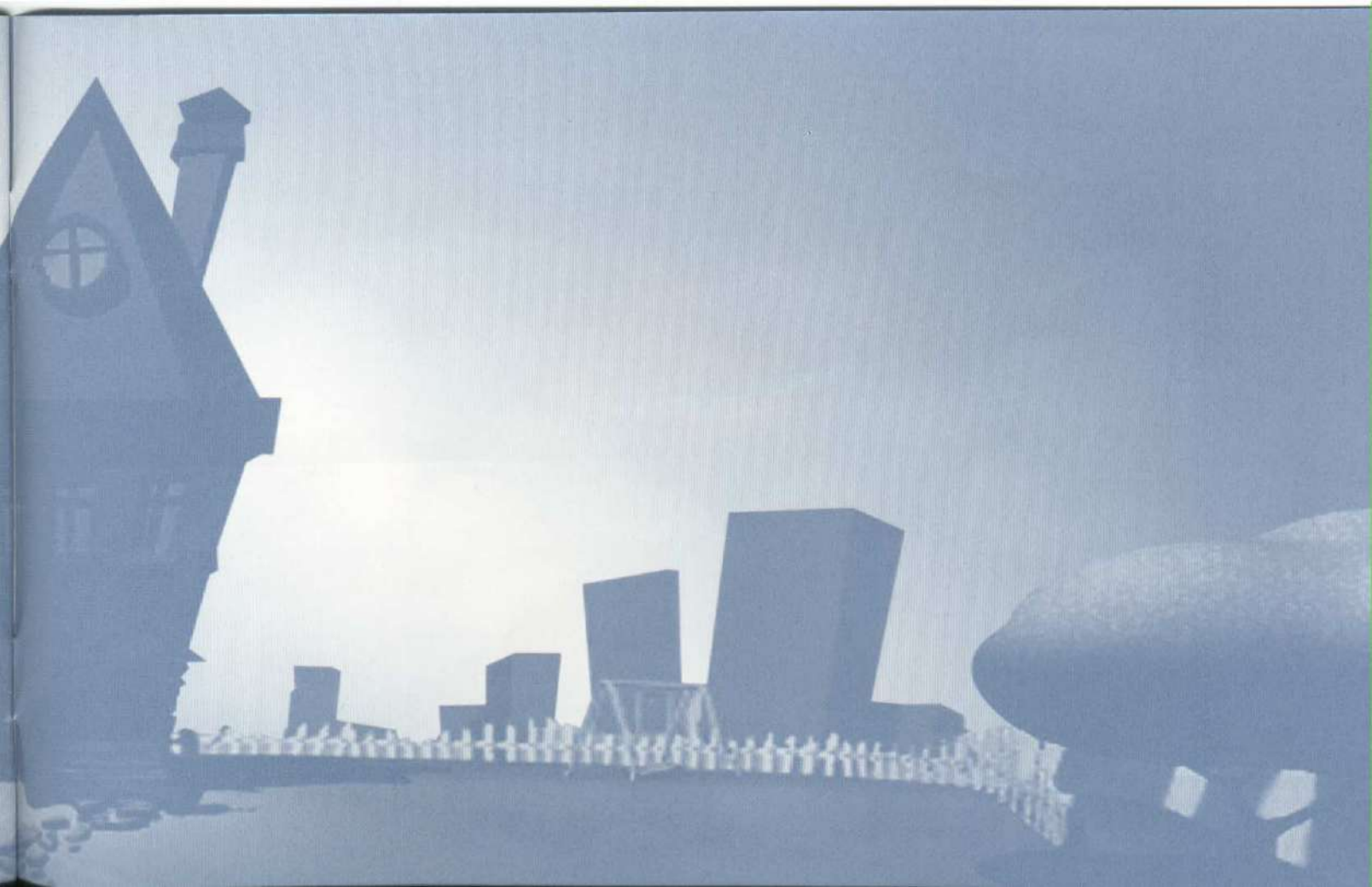
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